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Master Life-Do not Avoid it

This is an approved, unofficial translation by Karrol Steeves. Due to insurmountable differences between German and English, and the limitations of the translator it will contain errors.

Das Leben meistern – nicht meiden	Master Life - Do not Avoid it
<p>Im täglichen Leben werden wir oftmals mit Situationen konfrontiert, mit denen wir uns auseinandersetzen müssen. Die angenehmen Konfrontationen stecken wir einfach, mühelos und mit einem Lächeln weg. Wir denken gar nicht grossartig darüber nach. Kommen jedoch Sachen, Situationen, andere Menschen und insbesondere persönliche oder unliebsame Konfrontationen zum Vorschein, wird es für uns schon nicht mehr so angenehm. Das Lächeln bleibt uns dann oft schon im Halse stecken.</p> <p>Doch sind es gerade solche Konfliktkonfrontationen, mit denen man sich sehr bewusst auseinandersetzen muss. In vorderster Linie betrifft es die Auseinandersetzung mit persönlichen Problemen, die unser inneres Selbst betreffen. Welche Möglichkeiten haben wir? Wie es in den meisten Fällen geschieht, können wir beleidigt sein, die Probleme verdrängen, sie schönreden, verleugnen, ignorieren oder sie soweit ausblenden, bis sie für uns nicht mehr existent sind. Dies heisst</p>	<p>In everyday life we are often faced with situations that we have to deal with. The pleasant confrontations we're just able to smile effortlessly. We do not think much about it. There comes however, things, situations, other people, and in particular personal or unpleasant confrontations to light, it is no longer so pleasant for us. The smile then often gets stuck in the throat.</p> <p>But it is precisely such conflict-confrontations with which one has to deal very consciously. In the forefront of all it concerns the confrontation with personal problems that affect our inner selves. What options do we have? What happens in most cases, we can be offended, displace the problems and sugarcoat it, deny, ignore, or hide it until it no longer exist for us. This means, however, that one can escape reality and build a new ideal "truth" for oneself. Man denies himself as such and so punishes the real truth and surrounds it with lies. A private world of illusion is created that builds up and is more</p>

jedoch, dass man der Realität entflieht und eine neue für sich selbst ideale ‹Wahrheit› aufbaut. Man verleugnet sich im eigentlichen Sinne selbst und straft so die wirkliche Wahrheit sowie sein Umfeld Lüge. Eine eigene Scheinwelt wird erschaffen, die sich täglich komplexer aufbaut. Das schnell wachsende Lügengebilde setzt den Menschen so unter Druck, dass er sich nur noch mit seinem irrationalen Denken beschäftigen kann und letztendlich völlig in seiner eigenen Scheinwelt lebt. Normale Kommunikation und Auseinandersetzungen mit seinem Umfeld, den Mitmenschen und seinen engsten Angehörigen werden abgewürgt und verrohen. Solche Menschen isolieren sich immer mehr und schliessen sich letztlich von der Gesellschaft aus. Nur ihre Wahnwahrheit und ihre Behauptungen sind noch erträglich für sie. Ein riesiger Zeitaufwand und enorm viel Energie sind notwendig, um das komplexe Lügengeflecht aufrechtzuerhalten. Solche Menschen fahren im wahrsten Sinn des Wortes den Karren in den Dreck. Nur ganz langsam gelingt es ihnen dann, im realen Leben wieder Fuss zu fassen. Man kann aber auch einfach neutral-positiv über Probleme und Konflikte nachdenken. Tiefgründig in sich eintauchen und sich die Thematik in objektiver Beurteilung vor Augen führen. Das ist vielleicht nicht so angenehm, und man muss gegen den eigenen Schweinehund ankämpfen – aber auf Dauer gesehen ist es der einzige Weg, um den inneren Frieden finden und wieder richtig Mensch werden zu können.

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Deswegen: Das Leben meistern – nicht meiden - Silvano Lehmann

complex by the day. The fast growing lies (self-deception) places man under so much pressure that he can only deal with his irrational thinking and ultimately completely lives in his own imaginary world. There are clashes with his surroundings, normal communication with people including his closest relatives is stalled and rough. Such people isolate themselves more and more and eventually isolate themselves from company. Only their delusional “truth” and their own claims are still tolerable for them. A huge amount of time and an enormous amount of energy is needed to maintain the complex tangle of lies. Such people literally go off the rails into the mud. These people can unaided usually do little work out of their world of lies- or only very rarely and with enormous willpower, but presumes a detection of the real truth. Only very slowly, they succeed then get on the right foot in life. But one can also just think neutral-positive about problems and conflicts. A profound immersion into one’s thinking can cause the subject in mind an objective assessment. This is perhaps not so pleasant, and you have to first overcome your own inner *Schweinehund- but in the long run it is the only way to for a person to correct and find the inner peace. Therefore: Master Life - Do not avoid it.

Silvano Lehmann

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*Schweinehund- To start up any post-holiday exercise regimen, for example, you may need to overcome your "Innerer Schweinehund" (inner pig dog) before getting off the couch and lacing up those running shoes. -source: Germany.info.

Job Creation Mantra and other Mantra Hollowness

I have a few phrases that I cringe upon hearing. One of them 'job creation', sounds positive and is presumably a phrase, which means to create a working place for the people to grow the economy and to swell the nation's prosperity. Sounds innocent, two words together, with everyone and their institutions uttering it, but, behind it is just a pursuit of statistical numbers and prestige they - the ruling elites --are after as main posturing points. It is not a positive term, for the reason of disregarding natural resources and damages that can be inflicted by unevenly distributed population, disregarding many factors among them, which the main factor is overpopulation across the entire planet, and from this we should have started our allocation and planning, which are complex at the detailed level. Government is planning an institution and companies to operate production, while humans actually output the labor. Companies and private enterprises are necessary at this state of human development, because we are driven by a pursuit of imaginary carrots, thereby gaining more ground for the wealthy, or by the necessity of avoiding being whipped by life's demands.

Companies are efficient to a certain extent (in dedication as well), as long as they operate within the specification of the operating environment. But as soon as it steps beyond the grasp of benefitting intimate group efficiency, job dedication and honesty usually wane with it, even if overall operating cost is down, with integration to a smoothed out, larger, more efficient system at face value, or to a whole venture corporation, but the cost is temporary and does not serve the public in the end. It is cost aspects only in the end. In other words, dedication and sub-consciousness rebel against the unfairness that such enterprises create. Job creation makes sense if every party operate and operational groups agree in every measure of human understandings subconsciously and consciously, to their time and the labors each performs. For the sake of job creation, any territory(nation), or group of people will chase after hollow numbers at any cost, to reach imaginary or detrimental numbers for surrounding environmental destruction, determined by career authorities. Be it less for the sake of balance with nature or society that it should be accommodated, and must be followed. Job creation mantras truly are a part of human beings' irrationality, to concur and prosper visually, expansion is the subconscious desire to gain.

The main aim as I sense it, should be about optimization of distribution of work sharing, or the duty each fulfills, while contributing to society. Leveling the sharing of the work load, while not overburdening any one group over the one part of society, pushing more gain, or entrapping with the hoarding of more material possession than other less advantaged parts of society, who cannot advance up the ladder, for having more disadvantages (which could turn out to be advantages in the long run), and, for obvious advantages, that everyone is to be taken care of in some form or another. Societies that prefer equal opportunity let unfortunate and disadvantaged humans rise up and improve themselves to standards that guarantees relief of desperations.

Some parts of society think that unfortunate and disadvantaged humans should be expelled and slowly let them rot to death. It is unfortunate that they have no knowledge, or the right

upbringing in the first place to think this way. As in part, I have experienced two different extremes of factions that the world is divided into. Both had something to offer and they both copied what is working, while both mired in their delusions or superiority. Communist states were not in actuality “an aspiring to be perfect”, futuristic communist society, but socialist states with heavy authoritarian clouds hanging over the citizens. Life in utopian, so called communist states, were in some regard very peaceful. No person desperately hungry or homeless to a large visual extent, but every family almost futuristically simple and barren by modern standards. It had pluses and minuses, just as materialistic hoarding era of openness and unrestrained capitalism that is infecting every other nation does. Hoarding material possessions, in the end, possesses the human themselves. Our necessity driven human consciousness is better off having less, so that we can go out and see and feel each other as humans. Humanity is overburdening themselves with junk that cannot be used to its fullest extent, just to be outdated and be rusted by the elements, but, the most cherished elements are wasted in human’s mindlessness and thinking only about themselves, consequently consciousness priorities and values flip upside down in ranking. The materialism swirling around us is possessing us. Consciousness is filled with junk, which is an actual rust within us, and takes up large spaces in our thinking patterns. So, my simple mind wants to go back to a simple saying, ‘added working place”
 ‘, and whoever heard of an un-hypnotizing term, should make a decision that is good for their surrounding environment, and, before the last sentence, what else they -media or institutions - repeat all of the time?...Hollowing us from within.

By Enkhtur Baymba

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The following is an unofficial translation by Karrol Steeves. Due to the insurmountable differences between German and English, and the limitations of the translator it will contain errors.

<p style="text-align: center;">Schädliche Computerspiele, Spielfilme und Theaterstücke usw.</p> <p style="text-align: center;">Auszug aus Dem 633. offiziellen Kontaktgespräch vom 25. Oktober 2015</p>	<p style="text-align: center;">Malicious Computer Games, Movies and Plays, etc.</p> <p style="text-align: center;">Extract from the 633rd official contact conversation of October 25, 2015</p>
<p>Billy Du hast mir einmal gestagt, dass ihr langjährige Studien betrieben habt in bezug auf irdische Filme und Computerspiele, um</p>	<p>Billy Once you have told me that you all have operated studies for many years with respect to films and computer games to</p>

zu erforschen, welche gewalt- und zwangsmässige Wirkungen sich aus Kriegs-, Anti-kriegs, Schreckens-, Horror-, Kriminal- und Verbrechen- sowie Folter-, Mord- und Totschlagfilmen für den Menschen ergeben. Kannst du Mir heute sagen, welche Resultate ihr diesbezüglich erlangt habt?

Ptaah Unsere Forschungen in dieser Sache beruhen auf Langzeitstudien, die noch nicht beendet sind, denn dafür besteht eine Laufzeit von 30 Jahren. Begonnen haben wir damit im Juni 1987, folglich das Ganze erst im Jahr 2017 beendet und ein endgültiges Resultat gegeben sein wird. Hierzu sind sowohl das Alter und Geschlecht, die Persönlichkeitsstruktur, Problemlösungskompetenz sowie die Fähigkeit zur Gedanken- und Gefühlsregulierung zu beachten, wie auch das soziale Umfeld, wie Elternhaus, Erziehungskonzept, Freundschaften, Bekanntschaften und Gesellschaftsstand, etc. Weiter müssen auch situative Faktoren einbezogen werden, wie z.B. Arbeit, Bewusstseinsstand, Langeweile, Lebensführung, Lebensgestaltung und Lebenseinstellung usw. Erst unter Berücksichtigung all dieser zusammenhängenden Faktoren lassen sich genaue Erkenntnisse und Resultate der Studien ermitteln. Nur unter diesen und diversen weiteren notwendigen Voraussetzungen lassen sich genaue Erkenntnisse und Resultate ausarbeiten. Doch was sich bisher als laufendes Resultat der Forschung ergeben hat, ist wirklich erschreckend, denn es entspricht exakt dem Gegenteil von dem, was die irdischen Psychologen usw. behaupten. Aus dem Ganzen unserer sehr genauen erdweiten und bisher durchgeführten Studien an Erdenmenschen geht ohne jeden Zweifel und absolut klar hervor, dass durch solche Computerspiele und Filme, wie aber auch durch Theateraufführungen im gleichen Rahmen, das Gros jener Erdenmenschen sehr nachteilig beeinflusst wird, die solche Filme und Theaterstücke

explore which *Gewalt and coercive-method effects arise for humans from war, anti war effort, of terror, horror, forensic crime and torture, murder and manslaughter films. Can you give me today what results you have gained in this regard?

Ptaah Our research on this matter is based on long-term studies not yet completed, because for that it is a term of 30 years. We started with it in June 1987, thus will end the whole thing in the year 2017 which will give a final result. To this end, both the age and sex, the personality structure, problem-solving competence and the ability for thought and emotion regulation are to be observed, as well as the social environment, such as parent's house, educational concept, friendships, acquaintances and social standing etc. Next, situational factors must be involved, such as work, level of consciousness, boredom, lifestyle, philosophy of life and behavior, etc. Only after considering all these related factors can accurate findings and results of the studies be identified and only under these conditions will it allow a necessary thorough analysis and various results to develop. But what has been found as result of the ongoing research, is really frightening, because it is exactly the opposite of what the terrestrial psychologists say. From the whole of our highly accurate erdweiten (earth wide measurements) and studies conducted on earth people, it is clear without a doubt and absolutely sure that they are affected very adversely by such computer games and movies, as well as through theatrical performances and in the same context, the majority of people on Earth view such films and plays or operate computer games. The Earth people are traumatized in their normal awareness activities, as well as in their thoughts-feelings-psyche world, the resulting character changes, emotional and strongly negative and even degenerating

anschauen oder Computerspiele betreiben. Die Erdenmenschen werden in ihrer normalen Bewusstseinstätigkeit, wie auch in ihrer Gedanken-Gefühls-Psyche Welt undo in den Daraus resultierenden Charakterveränderungen, Emotionen und Verhaltensweisen sehr stark negativ und gar ausartend beeinträchtigt, folgedem sie zwangsmässig in der entsprechenden Weise, was die Computerspiele, Filme und Theaterstücke in bezug auf Folter, Gewalt, Hass, Hinterlist, Horror, Krieg, Mord, Revolution Schrecken, Sektierismus, Totschlag und Zwang betrifft, zu handeln beginnen und den Sinn zur effectven Realität verlieren. Gesamthaft löst alles auch untergründig, jedoch auch bis zum akuten Ausbruch, psychopathische und paranoide Regungen hervor, die einerseits zu leichten bis sehr schweren Persönlichkeitsstörungen führen und andererseits kaum oder überhaupt nicht kontrolliert werden können. Gewalt- computerspiele, Gewaltfilme, Gewaltspiele, Gewalt in den Medien oder in aktueller Realität verursachen in vielen Kindern, Jugendlichen und Erwachsenen unweigerlich Aggressivität, Gewalt und Zwang. Also sind es nicht nur Kinder und Jugendliche, sondern auch Er- wachsene, die durch das virtuelle Erfahren und Miterleben von Gewalt und zwang in den mörderisch-gewaltverbreitenden Medien aller Art selbst aggressiv zu Gewalt und zwang greifen, gleichermassen wie dann, wenn sie in akut-realer Art und Weise und also in Wirklichkeit selbst Aggressivität, Gewalt und Zwang erleben und erfahren, oder wenn sie etwas in dieser Weise auch nur mitansehen müssen. Zwar ist es nicht so, dass jedes Kind, jeder jugendliche oder erwachsene Mensch das resp. der viel Gewalt sieht oder eine Menge gewalttätiger Spiele spielt, zu einem ausgearteten Gewalttäter wird, denn es spielen noch andere Faktoren eine Rolle, die dazu führen, dass aggressions-, gewalt- und zwangsmässige Ausartungen erfolgen. Tatsache ist jedoch, dass jeder einzelne

impaired behaviors which follow the corresponding coercion-method way with the computer games, movies and plays - with respect to torture, Gewalt, hatred, deceit, horror, war, murder, revolution-terror, sectarianism, homicide and coercion begin to act and lose their sense of effective reality, which overall triggers everything, even subliminally, but also to the acute outbreak of psychopathic and paranoid feelings which on the one hand lead to very serious personality disorders, and on the other hand can hardly be, or can not be controlled. Gewalt-computer games, Gewalt-movies, Gewalt-games, Gewalt in the media or in current reality causing inevitable aggressiveness, Gewalt and coercion in many children, adolescents and adults. So, it is not only children, but also adults who are reached through the virtual experience, are witnessing Gewalt and coercion in all kinds of murderous-Gewalt spreading media and so experience all kinds of self-aggressive Gewalt and coercion, in a traumatic fashion, and so, in reality, learn self aggressiveness, Gewalt and coercion, from what they watch. Indeed it is not so that every child, every juvenile or adult human, with respect to seeing a lot of Gewalt or playing a lot of Gewalt games, becomes a degenerate Gewalt offender, because there are other factors that play a role which cause aggression, Gewalt and coercive degenerations. But the fact is that every single person is hit by representations of aggression, Gewalt and coercion or similar traumatic experiences and incidences, which are drawn in his inner being. Depending on how, then in the inner being it forms and how it is processed, determines how aggressive the forms that are implemented more or less to the outside, become, thus it can not be spoken that no internal and external aggressive operations would take place. Children, adolescents and adults who are exposed to Gewalt games, through the media or constantly see

Mensch durch Aggressions-, Gewalt- und Zwangsdarstellungen oder direkte gleichartige Erfahrungen und Erlebnisse getroffen und in seinem inneren Wesen gezeichnet wird. Je nachdem, wie sich dann im inneren Wesen alles formt und wie es verarbeitet wird, ergeben sich daraus aggressive Formen, die nach aussen mehr oder weniger umgesetzt werden, folglich in keiner Art und Weise davon gesprochen werden kann, dass keine innere und äussere aggressive Vorgänge erfolgen würden. Kinder, Jugendliche und Erwachsene, die über Gewaltspiele, über die Medien oder akut-direkt ständigen visuellen, indirekten oder akut-direkten Erlebnissen und Erfahrungen von Aggression, Gewalt und Zwang ausgesetzt sind, sind äusserst anfällig und bilden in ihrem inneren Wesen eine aggressive Einstellung, die sie nach aussen durch aggressive Verhaltensweisen zum Ausdruck bringen. Die Formen des Verhaltens sind dabei tausendfältig und reichen von einer Abweisung oder Abwehr bis hin zur Verachtung in bezug auf einen Menschen, wie aber auch zu unfreundlichen Worten, ungerechten Beschimpfungen, Verurteilungen und Handlungsweisen. Das Ganze reicht gar bis hin zu aggressiven falschen Beschuldigungen und tätlichen Angriffen, wie aber auch zur aggressiven nackten Gewalt, bei der Blut fliessen kann. Gesamthaft sind die Formen der Gewalt, die aus dem Ganzen der Aggressions-, Gewalt- und Zwangsbeobachtung hervorgehen, derart vielfältig, dass sie in ihrer Anzahl nicht beschrieben werden können, weil sie je nach dem inneren und äusseren Wesen sowie dessen Charakter und Bewusstseinskraft bestimmt werden. Tatsache ist jedoch, dass kein einziger Mensch durch Erfahrungen und Erlebnisse in bezug auf irgendwelche Aggression, Gewalt und Zwang in seinem inneren Wesen, wie auch in seinem Charakter, in seinem Bewusstsein sowie in seiner Gedanken-Gefühls-Psychewelt unbehelligt

traumatic sights, have indirect or direct experiences and events of aggression, violence and coercion, are extremely vulnerable and form in his/her inner being an aggressive attitude, which they bring to the outside through expressed aggressive behaviors. The forms of behavior are a thousandfold and range from a dismissal or defense up to contempt with respect to people, as well as to unfriendly words, unjust abuse, convictions and behavior. The whole ranges even to aggressive false accusations and assaults, as it can also flow to the aggressive, naked, bloody Gewalt. The total forms of Gewalt, that emerge from the whole of aggression, Gewalt and coercion observation, are so diverse that they cannot be described in number, because they are determined depending on the inner and outer character of the beings and the will power of the consciousness. But, the fact is that not a single person from experience and incidence, with respect to any aggression, violence and coercion in his inner being, remains undisturbed in his character, in his mind and in his thoughts-feelings-psyche world, but is badly affected and this expresses, at least in mild forms of aggression, Gewalt and coercion against others, and in general the environment. This is absolutely unavoidable, and contradicts all claims or representation otherwise by terrestrial psychologists and psychiatrists. The causes of the psychological processes involved in aggressive-, Gewalt, and coercion involve minimal to degenerating catastrophic outbursts, are in no way mysterious because children, adolescents and adults are learning aggression, Gewalt and coercion, on the one hand by observing, and the other by experiencing and witnessing. It is not important whether the observation, experiencing and witnessing, respectively, is in an artificial visual form effected by films, computer games or television, or in a directly-acute-reality-based way, because in

bleibt, sondern arg betroffen wird und dies zumindest in milden Formen der Aggression und Gewalt und des Zwanges gegenüber Mitmenschen und allgemein der Umwelt zum Ausdruck bringt. Das ist absolut unvermeidbar und widerspricht allen anderslautenden Behauptungen und Darstellungen irdischer Psychologen und Psychiater. Die Ursachen der psychologischen Prozesse, die bei aggressiv-, gewalt- und zwangsmässigen minimalen bis ausartend-katastrophalen Aufwallungen beteiligt sind, sind dabei in keiner Weise geheimnisvoll, denn sowohl Kinder, Jugendliche denn und Erwachsene erlernen Aggression, Gewalt und Zwang einerseits durch Beobachtung und andererseits durch das Erfahren und Miterleben. Dabei ist es nicht von Bedeutung, ob das Beobachten, Erfahren und Miterleben in künstlich visueller Form resp. durch Filme, Computerspiele oder Fernsehen oder in direkt-akut-realtätsbezogener Art und Weise erfolgt, denn in jedem Fall sind das Beobachten, Sehen, Erfahren und Erleben die Faktoren, durch die das innere Wesen beeinflusst und geformt wird. Und der Mensch, sei er ein Kind, Jugendlicher oder Erwachsener, lernt sehr schnell durch das Beobachten und Wahrnehmen, wobei ihm alle Massenmedien aller Art sehr attraktive und vielfältige Möglichkeiten bieten, durch die er Aggression, Gewalt und Zwang beobachten kann. Und zu diesen Möglichkeiten gehören nicht nur all die aggressivitätsfördernden Massenmedien wie Fernsehen, Filme, Journale, Zeitschriften und Kino, sondern auch Radio, Computerspiele und Theateraufführungen. Und eines der schlimmsten Medien ist die Sportart Fussball- auch wenn es von Fussballbegeisterten nicht wahrgenommen werden will -, denn in diesem kindischen Spiel herrscht Gewalt ebenso vor wie in diversen Motor- und anderen Sportarten. Und das Fussballspiel selbst ist gezeichnet von Gewalt, wie das auch bei den häufig randalierenden und zerstörerisch wirkenden

any case, watching/seeing, one learns and experiences the factors by which the inner being is influenced and shaped. Man, whether a child, teenager or adult, learns very quickly by observing and perceiving, that which the mass media offers to him in all kinds of very attractive and diverse ways through which he can observe aggression, Gewalt and coercion. Those possibilities include, not only all the aggressiveness-promoting mass media such as television, movies, journals, magazines and movies, but also radio, computer games and theatrical performances. And one of the worst medias is the sport football (soccer), even if it will not be true of football fans - because in this childish game Gewalt reigns just like in various Motorsports and other sports. The football game itself is marked by Gewalt, as is also the case with the often rowdy and destructive acting Soccer fanatics and hooligans. If in child, youth and adult games, Gewalt is now exercised and is also rewarded in any manner, such as money or free spins, etc., then there is a danger that aggression, Gewalt and coercion against the player will be more openly tolerated. Similarly, this is true of films, namely especially when the viewers - children, adolescents and adults are provided with film heroes to identify with in such a subtle manner, they do not even realize it consciously, as do many other such movie viewings. The fact is that the film watcher experiences joy when the film hero rescues the world or good people by killing the bad guy, so degeneracy is rewarded. For the majority of children, adolescents and adults, the guidance toward the Gewalt behavior of the film heroes are indeed hardly noticeable, but they dig into the subconscious of film viewers, in a negative way and stimulate aggressiveness. In this way the film hero, is met with a largely strong tolerance as he performs his craft, even if often killing and murdering. The fact that, in the film observer, factors occur to counteract the

Fussballfanatikern und bei den Hooligans der Fall ist. Wird in Kinder-, Jugendlichen- und Erwachsenen-spielen nun Gewalt ausgeübt und diese zudem in irgendeiner Art und Weise noch belohnt, wie z.B. mit Geld oder Freispielen usw., dann besteht dabei die Gefahr, dass die Spieler gegenüber Aggression, Gewalt und Zwang noch offener und toleranter werden. Gleichermassen gilt das für Filme, und zwar besonders dann, wenn sich die Betrachter, eben Kinder, Jugendliche und Erwachsene, mit dem Filmhelden identifizieren - und das tun viele Filmbetrachtende in untergründiger Weise, wobei sie es selbst nicht einmal bewusst wahrnehmen. Tatsache ist, dass die Filmbeobachtenden Freude erleben, wenn der Filmheld die Welt oder gute Menschen rettet, indem er den Bösewicht oder die Ausgearteten tötet und dafür belohnt wird. Für das Gros der Kinder, Jugendlichen und Erwachsenen werden die Anleitungen für das gewalttätige Verhalten der Filmhelden zwar kaum bemerkbar doch graben sie sich in negativer Weise im Unterbewusstsein der Filmbetrachtenden ein und regen die Aggressivität an. In dieser Weise wird dem Filmhelden eine mächtig grosse Toleranz entgegengebracht - auch wenn er vielfach tötend und mordend sein Handwerk verrichtet. Dass dabei in den Filmbeobachtenden Faktoren auftreten, die der Wirkung des Tötens und Mordens entgegenwirken sollen, das entspricht nur einer unbedarften Mär der irdischen Psychologen,, Psychiater und Besserwisser. Gegensätzlich zu dieser lügenhaften und dummen Behauptung - der sich diesbezüglich als Fachkräfte Meinenden - existiert die Wirkung der aufkeimenden Aggression, Gewalt und des Zwangs zumindest untergründig und im Versteckten im inneren Wesen. Menschen, wie eben Kinder Jugendliche und Erwachsene, die durch irgendwelche Umstände, wie Computerspiele, Fussball, Gewaltfilme, Theaterstücke usw. oder durch akut-reale Erfahrungen und Erlebnisse usw., aggressive Tendenzen in sich

effect of killing and murder is only the naive myth of inexperienced terrestrial psychologists and psychiatrists. In contrast to this mendacious and stupid assertion - in respect to our professional opinions - exists the effect of the burgeoning aggression, violence and coercion, at least subliminally and secretly, in the inner nature. People - children, adolescents, and adults - which, for whatever reason, such as computer games, football, Gewalt films, plays, etc., or by real time experiences and events, etc., create or excite aggressive tendencies in themselves, they usually, more or less get very badly out of the control of the good human nature and are much too aggressive. More aggressive children, adolescents and adults are not able to check themselves, and have no defense against the influence of aggression triggering films and plays etc., so that they are unable to resist the effects of the games they play, thereby all, or at least many, of their social skills - if they exist at all - are therefore influenced by what they see visually or have experienced in real time. The results are that all that they see and experience in real life events, are baked in the long term memory and in the inner nature, and not again regulated or controlled, or even usually dissolved, except through long and intensive therapies. Terrestrial man today is more and more strongly exposed to the public media Gewalt. As our wide comprehensive studies indicate very many of those children, adolescents and adults learn to a lesser or stronger degree through real time experiences of Gewalt and the film-information- backlash messages and are exposed to excessive media Theater Gewalt, and even in their real environment there is particularly a lot of Gewalt and coercion. All Gewalt and coercion sources, together, convey the illusion to the earth people of all ages, that the world around is very hostile and that it can only be lived in by battle, murder, and only with war and destruction. This alone has achieved a

erschaffen oder erwecken, werden in der Regel oder zumindest vielfach in irgendeiner milden oder schlimmen Weise zu aggressiv-ausartenden Menschen. Aggressivere Kinder, Jugendliche und Erwachsene vermögen sich nicht rundum zu kontrollieren, folglich sie sich alle gegenüber dem Einfluss der aggressionsauslösenden Filme und Theaterstücke usw., die sie sehen, der Spiele, die sie spielen, nicht wehren können, weil sie jeder Abwehr gegenüber resistent sind. Dabei werden alle oder zumindest viele ihrer sozialen Fähigkeiten wenn überhaupt solche vorhanden sind durch beeinflusst, was sie visuell oder akut-real sehen, erfahren und das Üble dabei ist, dass all das, was visuell oder akut-aktuell erfahren und erlebt wurde, langfristig im inneren Wesen und im Gedächtnis eingebrannt ist und in der Regel nicht wieder oder nur durch langjährige und intensive Therapien aufgelöst, reguliert und kontrolliert werden kann. Der Erdenmensch ist heute der öffentlichen Mediengewalt und den vielen Medien der Zeitvertreibung je länger, je mehr und immer stärker ausgesetzt. Und wie unsere weitumfassenden Studien zeigen, erfahren sehr viele derjenigen Kinder, Jugendlichen und Erwachsenen, die sehr stark der akut-realen Gewalt sowie der film-, informations-, nachrichten spiel- und theater- mässigen Mediengewalt ausgesetzt sind, auch in ihrer realen Umwelt besonders viel Gewalt und Zwang. Alle Gewalt- und Zwangsquellen zusammen vermitteln dem Erdenmenschen jeden Alters die Illusion, dass die Welt rundum sehr feindlich sei und dass in ihr nur durch Kampf, Mord und Totschlag und einzig mit Krieg und Zerstörung gelebt werden könne. Und allein diese irrwirre sowie welt- und wirklichkeitsfremde Meinung erschafft im Erdenmenschen Abwehr, Hass und Kampfbereitschaft gegen alles und jedes, wie auch gegen jeden Mitmenschen, der nicht gleichen Sinnes, gleichen Standes, gleichen Glaubens, gleicher Rasse und

confused environment and unrealistic opinion that creates the Earth human's defensiveness, hatred and combat readiness against anything and everything, as well as against any fellow who is not of the same mind, same state, same faith, the same race and/or color. So, due to the fact that aggression against all other types of fellows arises and they can only be met with Gewalt and coercion, there exists the delusion that other people are against them and can only be faced if met by force, and respect is procured. People exposed to Gewalt and coercion are frustrated, stressed and upset, and it's not surprising when they tend to Gewalt and coercive behavior. Media Gewalt stimulates aggression, Gewalt and coercion; in accordance with our research and study more than the majority of all people on Earth are affected. Of course, the whole thing does not work the same on everyone and not everyone is affected to the same degree, not everyone actually degenerates and the effect can be decreased but by only an exclusive minority with respect to the Earth humans. The earth human situation looks very bad when it comes to Gewalt behavior and the media Gewalt. Gewalt and coercion guarantee financial success, the media Gewalt is a perfect guarantor for the getting out of control of the good human nature, all fanatics, players and athletes are attracted, as well as spectators and rioters, hence the Gewalt and coercion and, the media that is misrepresentative of the times, can be used as a cheap method by which they make everything attractive. The fact is that no controlling measures and no resistances are taken against it. Instead the majority of the talk is just pointless and plain stupid and useless with respect to the earthly matters, and it has not contrived to create either a global peace, a world unity or real freedom and harmony. Of particular interest are Gewalt and coercion in the public media, such as television, journals, radio and newspapers, because the media offer

Hautfarbe ist. Also resultiert daraus, dass Aggression gegen alle andersartigen Mitmenschen entsteht und ihnen nur mit Gewalt und Zwang begegnet werden kann. Und es herrscht dabei der Wahn vor, dass den anderen Menschen nur begegnet werden kann, wenn gegenüber ihnen mit Gewalt Respekt verschafft wird. Werden die Menschen aber frustriert, gestresst und verärgert, und waren oder sind sie gar noch Gewalt und Zwang ausgesetzt, dann ist es nicht mehr verwunderlich, wenn sie zu gewalttätigen und zwangsmässigen Verhaltensweisen tendieren. Mediengewalt stimuliert Aggression, Gewalt und Zwang; unseren Forschungen und Studien gemäss ist davon mehr als das Gros aller Erdenmenschen betroffen. Natürlich wirkt das Ganze nicht auf jeden und auch nicht auf jeden Menschen gleich, und nicht jeder, der betroffen ist, artet tatsächlich auch aus, doch kann dabei in bezug auf den Erdenmenschen nur von einer Minorität ausgegangen werden. Die erdenmenschliche Situation sieht aber sehr schlecht aus, wenn es um die gewalttätigen Verhaltensweisen und um die Mediengewalt geht. Gewalt und Zwang garantieren finanzielle Erfolge, wobei die Mediengewalt ein perfekter Garant dafür ist, denn durch sie werden Ausgeartete, Fanatiker, Spieler und Sportler aller Lager angezogen, wie auch Zuschauer und Randalierer, folglich die Gewalt und der Zwang aller Informations- und Zeitvertreibungsmedien als billige Methode eingesetzt werden können, indem sie alles attraktiv machen. Und Tatsache ist dabei, dass keine kontrollierende Massnahmen und kein Widerstand dagegen ergriffen werden. Effectiv wird dagegen ebenso nur dumm und sinnlos sowie nutzlos geredet, wie in bezug auf die gesamtirdische Politik, die es nicht fertigbringt, weder einen weltweiten Frieden noch eine Welteinigkeit und wirkliche Freiheit und Harmonie zu schaffen. Besonderes Interesse finden Gewalt und Zwang in den öffentlichen Medien, wie Fernsehen, Journale, Radio

fictional Gewalt and coercion to such an extent as they do not occur in reality. On the other hand they present real inhumane thoughts, Gewalt and coercion, that far surpass what is emotionally bearable. The concentrated media Gewalt actually manages to highly increase the bad influence on the settings, or the behavior of film and theater spectators, the football, and other sports fanatics, etc. and the computer players so that control is lost over it. Conveyed to by the media industry of all kinds of Gewalt and the coercion of the Earth people creates ever more poor concentration and declining functioning of all kinds in appearance, as well as the aggressive, increasingly escalating behaviors and greater Gewalt. The terms Gewalt and coercion are not solely limited to physical Gewalt and physical coercion, for both shall also apply with respect to the thoughts-feelings-psyche- world, where man is driven into depression and in a hopeless state of self-destruction. Each wrongly placed application of Gewalt, by the media, promotes the aggressiveness and Gewalt of those people who can be influenced by them. Soccer Movies, Motorsport, Boxing, computer games, martial arts and some competitive sports, etc., in no way reduce Gewalt and coercion. The arrival of the wrongly considered conclusion, of the terrestrial psychologists, psychiatrists and other scientists, that a person of any kind will still be peaceable by the consumption of Gewalt, needs to be rectified, because this is completely wrong, and on the contrary the need for aggression, Gewalt and coercion increases and is subconsciously stored and begins to work subliminally to erupt at any opportunity. It is also true that Gewalt and coercion, which are triggered by the media or real life factors, excite people's thoughts-feelings-psyche balance and undoubtedly shapes the psyche in relation to the public media, computer games, Gewalt movies, Gewalt drama and Gewalt Sport types of all kinds which they enjoy.

und Zeitungen, weil die Medien fiktive Gewalt und Zwang in einem Ausmass bieten, wie sie in der Wirklichkeit nicht vorkommen. Andererseits bieten sie reale Gewalt- und Zwangsanschauungen von Geschehnissen dar, die das gedankengefühlsmässig Tragbare aller Unmenschlichkeit weit übertreffen. Die konzentrierte Mediengewalt schafft es tatsächlich, dass sie den schlechten Einfluss auf die Einstellungen oder die Verhaltensweisen der Film- und Theaterzuschauer, der Fussball- und sonstigen Sport fanatiker usw. sowie der Computerspieler derart hochsteigern kann, dass jede Kontrolle darüber verlorengeht. Durch die durch die Medienwirtschaft aller Art geförderte Gewalt und den Zwang treten beim Erdenmenschen stetig mehr Konzentrationsstörungen und nachlassende Leistungen aller Art in Erscheinung, wie aber auch die zunehmend sich steigernden aggressiven Verhaltensweisen und die höhere Gewaltbereitschaft. Die Begriffe Gewalt und Zwang sind nicht nur auf körperliche Gewalt und auf physischen Zwang beschränkt, denn beides findet auch Anwendung in bezug auf die Gedanken-Gefühls-Psychewelt, wobei der Mensch in Depressionen und in einen rettungslosen Zustand der Selbstzerstörung getrieben wird. Jede falsch zur Anwendung gebrachte Mediengewalt fördert die Aggressivität und Gewaltbereitschaft jener Menschen, die sich davon beeinflussen lassen. Fussball Filme, Motorsport, Boxen, Computerspiele, Kampfsport und gewisse Wettkampfsportarten usw. verringern in keiner Weise Gewalt- und Zwanganwendung. Die Ansicht irdischer Psychologen, Psychiater und anderer gleichgerichteter Wissenschaftler, dass ein Mensch durch den Konsum von Gewaltdarstellungen irgend- welcher Art friedfertiger werde, ist absolut irrig, denn gegenteilig steigern sich das Aggressions-, Gewalt- und Zwangsbedürfnis unterbewussterweise, speichern sich und

They have grown accustomed to Gewalt and coercion, in this way, they become desensitized against the real Gewalt and real coercion. Man shows already fundamentally aggressive behavior patterns, so then the Gewalt and coercion are more likely to be emulated when presented with the opportunity. The fact is that the Earth people who have a tendency toward intensive aggressive behavior exhibit Gewalt and coercive behavior, hence they also like to consume aggressive computer games, films or plays and play aggressive games, as well as sports such as football and motor sports, boxing and martial arts, etc., which increase their aggressiveness and lead to the getting out of control of the good human nature and uncontrollable Gewalt and coercive acts. In many cases, Gewalt and coercion are a visible sign of very deep social problems, which have their origin in the family, friends and acquaintances, which are a very large influence. Very often psychopathic and paranoid excesses in the Gewalt and coercion apply, given the comorbidity in the environmental condition, which is concealed, but can outbreak uncontrollably at a suitable opportunity. Just in these specific, on-the-ground studies to be carried out by psychological and psychiatric professionals, due to incorrect findings, false and contradictory statements and observations, claim to prove that despite the immense increasing spread of Gewalt movies and computer games, the Gewalt has decreased in children, adolescents and adults. An assertion that corresponds to an absolutely fallible and catastrophic misjudgment, which means that all the evils of Gewalt and coercion continue to increase, rather than that it is radically curbed. The coercion of any kind is just as easily ignored and forgotten like all Gewalt sports of every kind and from the whole of aggression, Gewalt and coercion repeatedly cause the occurrence of the phenomenon of shootings which demand many deaths and injuries and has caused much

beginnen untergründig zu arbeiten, um bei passender Gelegenheit zum Ausbruch zu kommen. Tatsache ist auch, dass Gewalt und Zwang, die medial oder durch akut-reale Faktoren ausgelöst werden, den Menschen gedanken-geföls-psychemässig erregen und unzweifelhaft derart formen, dass er sich in bezug auf die öffentlichen Medien, Computer-spiele, Gewaltfilme, Gewalttheater und Gewaltsport arten aller Art an diesen erfreut und sich an Gewalt und Zwang gewöhnt. In dieser Weise verfällt er einer Abstumpfung gegenüber der realen Gewalt und dem realen Zwang. Weist der Mensch schon von Grund auf ein aggressives Verhaltensmuster auf, dann werden der Gewalt und dem Zwang um so eher nachgeeifert, wenn sich die Möglichkeit dazu bietet. Tatsache ist zudem, dass die Erdenmenschen eine Neigung zu aggressiven, gewalttätigen und zwangsmässigen Verhaltensweisen haben, folglich sie auch gern aggressive Computerspiele, Filme oder Theaterstücke konsumieren und aggressive Spiele wie auch Sportarten betreiben, wie Fussball und Motorsport, Boxkämpfe und Kampfsportarten usw., die ihre Aggressivität steigern und zu ausgearteten und unkontrollierbaren Gewalt- und Zwangsakten föhren. Vielfach sind Gewalt und Zwang sichtbare Zeichen für sehr tiefliegende soziale Probleme, die ihren Ursprung im Familien-, Freundes- und Bekanntenkreis haben, woher ein sehr grosser Einfluss ausgeübt wird. Sehr oft sind psychopathische und paranoide Auswüchse bei den Gewalttätigen und Zwangs- ausübenden gegeben, wobei diese krankhaft bedingten Seiten gegenüber der Umwelt aber verheimlicht werden, jedoch bei passender Gelegenheit unkontrolliert zum Ausbruch kommen. Und gerade in dieser Beziehung werden bei den irdischen Studien, die durch psychologische und psychiatrische Fachkräfte durchgeführt werden, infolge falscher Erkenntnisse falsche und widersprüchliche Angaben und

suffering. Although, this results that again after such an act of man, there are declarations by the people and by professionals that a ban is required toward the glorification of Gewalt, which is appreciated and hyped etc. by computer games, films and all kinds of martial arts and weapons abuse, nevertheless, Gewalt and coercion will still be upheld and promoted, such as by military vendettas, intelligence acts of terrorism, anti-war movies and commercial martial arts, etc., etc.. The fact is that the possibility that the earth man is ruled by aggression, Gewalt and coercion solely by observing, and therefore shaped and changed from a purely visual experience, is vehemently denied by professionals. This, as well as the truth that aggressive, Gewalt and coercive people measured were dulled in their feelings and so forfeited their fellow human beings and were completely unconcerned with their feelings, sufferings, problems and pain, makes it absolutely clear, according to our studies, that influence aggression and fighting and Gewalt and coercion that appear inappropriately in media or in real life is generally negative and often quite vicious, and degenerating people's behavior, namely started in children through teenagers to adults. We can clearly and unambiguously answer through our studies. By the corresponding consumption of Gewalt films, fighting games and martial arts of all kinds, the Gewalt and coercive behavior is promoted in humans. But the visual and therefore viewing, in respect to observational live media screening, is what is leading many to real and degenerating actions and deeds, although this is disputed by terrestrial professionals because they do not recognize, in their naivety, the effective truth and are not able to understand. Gewalt scenes in films and computer games and Gewalt sports of all kinds, starting from football through to the boxing and martial arts of every form, teach real degeneration in actions and deeds and

Feststellungen gemacht, die beweisen sollen, dass trotz der immens steigenden Verbreitung gewalttätiger Filme und Computerspiele die Gewalt bei Kindern, Jugendlichen und Erwachsenen gesunken sein soll. Eine Behauptung, die einer absolut fehlbaren und katastrophal zu nennenden Fehlbeurteilung entspricht, die dazu führt, dass das ganze Übel von Gewalt und Zwang weiterhin ansteigt, anstatt dass es radikal eingedämmt wird. Der Zwang jeder Art wird dabei ebenso nicht berücksichtigt und einfach vergessen wie auch alle gewalttätigen Sportarten jeder Art. Dass aus dem Ganzen von Aggression, Gewalt und Zwang immer wieder Amokläufe in Erscheinung treten, die viele Tote und Verletzte fordern und sehr viel Leid hervorrufen, hat zwar zur Folge, dass immer wieder nach einer solchen Tat von Menschen aus dem Volk und von Fachkräften ein Verbot gefordert wird, die Gewaltverherrlichung zu verbieten die durch Computerspiele, Filme und allerlei Kampfsportarten sowie Waffenmissbrauch usw. gewürdigt und hochgejubelt wird. Dessen ungeachtet werden Gewalt und Zwang jedoch weiterhin hochgehalten und gefördert, wie z.B. durch militärische Rachefeldzüge, geheimdienstliche Terrorakte, Anti-kriegsfilme und kommerzielle Kampfsportarten usw. usf. Tatsache ist dabei auch, dass beim Erdenmenschen Aggressionen, Gewalttätigkeiten und Zwangsausübungen allein durch Beobachten und also aus rein visueller Erfahrungs- und Erlebensform heraus entstehen, was jedoch von Fachkräften vehement bestritten wird. Dies, wie auch die Wahrheit, dass aggressive, gewaltbereite und zwangsausübende Menschen gegenüber ihren Mitmenschen und deren Gefühlen, Leiden, Problemen und Schmerzen usw. völlig unbeteiligt und einer Abstumpfung verfallen sind. Es ist gemäss unseren Studien absolut klar, dass Aggressions- sowie Kampf- und Gewalt- und Zwangsszenen, die in entsprechenden Medien oder im akut-realen Leben in

have a negative impact on people with regards to the willingness to help others and all life forms, which drops, not infrequently down to zero and even worse, that the needy will certainly be inflicted with suffering, distress and pain and even worse. A fact which is proved by the actions of gunmen and unscrupulous thugs with bats. Well, our studies have shown that all types of media that contain Gewalt, as well as all martial arts and events where Gewalt and coercion are in the game and real life can have extremely strong negative and even malignant influence and also influence the actions and behavior of man. Gewalt and coercion in computer games, movies, plays, and in all public media such as radio, television, newspapers and journals, as well as all martial arts and combat-related sweepstakes, etc. affect the social behavior of the terrestrial people quite negatively towards the getting out of control. Even a sensible and clear-headed man without psychological or psychiatric education, who does not deal in these matters, can according to clear reason definitively determine that all kinds of media Gewalt and coercion rub off on people, and can blunt their sensibilities to indifference. The rational can also realize that not only a misunderstanding of situations in emergencies is created using aggression, Gewalt and coercion toward the people in it, but also a delay with respect to assistance to be provided in situations where obtaining aid for a human life is of urgent necessity. It is so completely wrong and confusing of the terrestrial professionals, due to the catharsis hypothesis assumed, that by watching Gewalt and coercion representations of any kind, whether by computer games, fighting games of all kinds, martial arts or Gewalt containing real time situations, aggressive tensions characterized the aggression, Gewalt and coercion could be reduced. That's more than absolutely erroneous because this false thesis leads a fortiori (a wrong conclusion) that aggression, Gewalt and

Erscheinung treten, das Verhalten der Menschen allgemein negativ und nicht selten recht bösartig und ausartend beeinflussen, und zwar begonnen bei Kindern über Jugendliche bis zu den Erwachsenen. Das können wir eindeutig und klar Durch unsere Studien beantworten. Durch den Konsum gewalttätiger Filme, ent- sprechender Kampfspiele und Kampfsportarten aller Art wird beim Menschen die Gewaltbereitschaft und das Zwangsgebaren gefördert. Allein das visuelle und also sehende resp. beobachtende Erfahren und Er leben, was medial aufgenommen wird, führt vielfach zu wirklichen und ausartenden Handlungen und Taten, auch wenn dies von irdischen Fachkräften bestritten wird, weil sie in ihrer Unbedarftheit die effective Wahrheit nicht zu erkennen und nicht zu verstehen vermögen. Gewaltszenen in Filmen und Computerspielen sowie Gewaltsportarten aller Art, begonnen vom Fussball bis hin zum Boxsport und Kampfsportarten jeder Form, haben einen negativen Einfluss auf den Menschen wobei die Hilfsbereitschaft gegenüber Mitmenschen und allen Lebensformen überhaupt absinkt, und zwar nicht selten bis zum Nullpunkt und sogar dahin, dass Hilfsbedürftigen erst recht Leid, Not und Schmerz und gar noch Schlimmeres zugefügt wird. Eine Tatsache, die auch durch die Taten von Amokläufern und gewissenlosen Mödern und Schlägern bewiesen wird. Unsere Studien beweisen, dass Medien aller Art, die Gewalt enthalten, wie auch alle Kampfsportarten sowie Wettkämpfe, bei denen Gewalt und zwang im Spiel sind, das reale Leben äusserst stark negativ und gar bösartig beeinflussen können und auch Einfluss auf Handeln und Verhalten des Menschen nehmen. Gewalt und zwang in Computerspielen, Filmen, in Theaterstücken und in allen öffentlichen Medien wie Radio, Fernsehen, Zeitungen und Journalen, wie auch alle Kampfsportarten und kampfbedingte Wettspiele usw. beeinflussen das soziale Verhalten des Erdenmenschen durchaus

coercion be glorified. That is as incorrect as claiming that watching illustrated news reports full of aggression, Gewalt and coercion scenes that are put out by any media are not threatening and will not stoke fear or the acting out of Gewalt and coercion behavior when people see those images and scenes, because in reality even in this relationship, the opposite is true. The frequent confrontation with media and real aggression, Gewalt and coercion representations leads to the habit of emotional blunting, both in terms in the manner of thoughts-feelings-psyche-balance and with respect to Gewalt and coercion in verbal and real form. That is as far as I can answer your question today.

Billy That is already quite good and extensive research knowledge you have prepared.

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negativ bis ausartend. Selbst ein vernünftiger und klardenkender Mensch ohne psychologische oder psychiatrische Bildung, der sich nicht mit dieser Materie beschäftigt, kann gemäss seiner klaren Vernunft eindeutig feststellen, dass die durch allerlei Medien vermittelte Gewalt und der Zwang auf die Menschen abfärben, diese abstumpfen und sie sogar gleichgültig werden lassen. Und der Vernünftige kann auch erkennen, dass durch Aggression, Gewalt und Zwang des Menschen in ihm nicht nur ein Verkennen der Notlagen und Situationen erfolgt, sondern auch eine Verzögerung in bezug auf zu leistende Hilfe bei Situationen, bei denen eine Hilfeleistung zum Erhalt eines Menschenlebens von dringender Notwendigkeit ist. Es ist von den irdischen Fachkräften also völlig irrig und wirr, infolge der Katharsishypothese davon auszugehen, dass durch das Anschauen von Gewalt- und Zwangsdarstellungen irgendwelcher Art, sei es durch Computerspiele, Kampfspiele jeder Art, Kampfsportarten oder gewalthaltige akut-reale Situationen, aggressive Spannungen abgebaut werden könnten folglich dadurch die Aggressions-, Gewalt- und Zwangsbereitschaft reduziert werde. Das ist mehr als absolut irrig, denn diese falsche These führt erst recht dazu, dass die Aggressionen, die Gewalt und der Zwang verherrlicht werden. Und die ist ebenso falsch, die behauptet, dass durch irgendwelche Medien dargestellte oder effektiv real auftretende Aggressions-, Gewalt- und Zwangsszenen bei den Menschen die solche Bilder und Szenen oder die Realität sehen anschauen oder beobachten, vor allem Angst geschürt werde, was dazu führe, dass kein aggressives, gewalt-tätiges und zwangsgesteuertes Verhalten zur Geltung komme und auch nicht ausgeübt werde, denn auch in dieser Beziehung ist das Gegenteil der Fall. Die häufige Konfrontation mit medialen und realen Aggressions-, Gewalt- und Zwangsdarstellungen führt zur Gewöhnung

und zu emotionaler Abstumpfung, sowohl hinsichtlich gedanken-gefühls-psychemässiger Weise als auch hinsichtlich Gewalt und Zwang in verbaler und realer Form. Soweit kann ich dir deine Frage heute beantworten.

Billy Das ist aber schon eine recht gute und umfangreiche Forschungserkenntnis, die ihr ausgearbeitet habt. ...

*In the "Goblet of the Truth" the German "Gewalt" is also used in English, because there is no adequate word in English that explains this Gewalt.

For more information see: <http://au.figu.org/glossary.html>

Success in not Unlimited Growth and Plastic Grass!

There are those of us humans who go about living our day to day lives working, sleeping, eating, spending time on our hobbies, and also hopefully working on our consciousness and spiritual development. While we all do the necessary things that are a part of daily living we are also aware that our planet habitat is being destroyed by the burdens of over-population and a wrong idea of the meaning of life. Our natural areas are disappearing and our bodies of water are growing more and more contaminated, we strip away and consume the planet's natural resources, leaving behind the inevitable poisonous byproducts when unlimited growth is erroneously seen as something vital to our success.

We may work to inform others of the perils through activism on the Internet and through information stands and petitions, but it seems few stop to think about it enough to understand what it would mean to assign another meaning to success. We have the opportunity to redefine success in a way that is in harmony with the laws and

recommendations of creation. This would be true success, not the false one we have been led to believe is the one that matters, i.e. The acquisition and hoarding of money, possessions and power. If we are willing we can open our eyes and look through the asphalt and concrete covered illusion and see it for what it really is. We will see we have built a planet for the Mega corporations. Though corporations are run by human beings, they themselves are not living, breathing, feeling entities. By their very nature corporations are like machines. Since their objective is to make money for their owners and stockholders, they have no feelings or conscience, they only exist to make a profit. Often to “successfully” run a Mega corporation the humans in charge start to act in an inhuman mechanistic way, which mimics the unfeeling nature of a business structure.

We have been trained to live a life of consumption and are encouraged to reproduce without restraint so that there are ever more consumers for the products and services the corporation's produce. If we are to truthfully examine our lives many of us would find that mostly we now live to reproduce, to work and then be fed and entertained. While there is nothing wrong with entertainment (as long as it does not rely the pain and suffering or killing of other beings), or the reproduction of our species, or the production of goods and services, as all are necessary for us to maintain the human race and live a civilized life, it is seriously out of balance on our planet. Then, of course, there are the people who live in poverty and starvation and without even a home to live in, and this will become even worse as the population swells. Those who think they are safe from this because of where they live and how much money they make may find that in the future, even they are vulnerable to the lack of food, water, housing and the energy needed to power their homes and vehicles.

With each new neighborhood, that is built to supply our ever growing population with places to live, wildlife habitats and ecosystems are carelessly destroyed. Our current methods of construction require a scraping away of the topsoil, and the removal of existing trees, shrubs, flowers etc. to make way for the new homes and businesses being built. While new trees, shrubs and lawns are planted around the new structures, and they may be artistic in design and attractive to the eye, often they represent a desert, to the surrounding wildlife that have now been displaced because of our ever expanding quest for “success”. This is exacerbated by the fact that many neighborhoods are regulated by homeowner's associations, whose members are either ignorant or uncaring of the damage their landscaping rules are inflicting on the surrounding environment, and to wildlife through the elimination of native plant and tree diversity that provide food, natural water sources, and places for animals and insects to make homes. The habitats for wildlife, and flyways that birds use to migrate are becoming smaller and increasingly disconnected. It is vital to the survival of our wildlife that these areas are increased, stay connected and are preserved.

The failure to rebuild wildlife habitats is further exacerbated by the use of poisonous pesticides and herbicides to eliminate weeds and “pests”, not to mention the fertilizing

chemicals used to maintain a perfectly green water consuming lawn, which provides no nourishment to any creature because of its poisonous nature. Some of these homeowner organizations also discourage backyard gardens and usually out law composting systems which produce a natural fertilizer from yard clippings and raw vegetable and fruit scraps. What is created are neighborhoods with no self-reliance toward growing their own nourishment, nor any nourishment to the wildlife in the surrounding area. What is left is, in essence, a monoculture which looks blandly pretty but is poisonous and contains barely any food for any living thing and little wildlife except for the more aggressive birds such as pigeons, crows, starlings, and robins, the many rabbits and rodents which overrun the neighborhoods because of the lack of predators, and also because people who keep them as pets often tire of them, and release them into the area where they multiply and add to the population. Rabbits and rodents reproduce quickly, spreading disease and causing damage to trees and plants, and also damage to vehicles and irrigation systems, by chewing the wiring in cars and irrigation tubing. Since the natural predators have left the area, mice, squirrels, and other rodents are more likely to spread and infest the homes and yards, which of course requires traps and encourages the use of poisons to control the population.

Some home and business owners, in a misguided effort to cut down on labor, water, herbicide and pesticide usage, end up increasing the “artificial” nature of the environment even more by installing synthetic grass which is widely promoted for use in both residential areas and commercial applications, such as athletic fields, golf courses, amusement parks, airports, and hotel resorts. Especially in dry hot climates in the United States such as Arizona and Nevada, where industry growth is between 10- 15 % for artificial turf installation in recent years. According to an article from journalreview.com “Much of the demand has been driven by the Southern Nevada Water Authority’s Smart Landscapes rebate. Since 1999, the year the program was implemented, the water authority has given rebates for 48,481 single-family home projects that included conversions to at least some artificial grass, for an approximate total of 62.3 million square feet, said Hillery Francis, conservation programs coordinator at the authority. To qualify for the rebate, customers must apply some type of mulch to cover the ground, as well as low-flow drip irrigation and desert-friendly shade-plants. Artificial turf falls under the “mulch” category.”

Artificial grass is touted as an eco friendly and money saving alternative to real grass. The reality is that it is expensive to install and maintain and is disruptive to the environment. The native topsoil is scraped away and is replaced by sand in order install the artificial turf, which only lasts 8 to 10 years before it must be removed and taken to the landfill. Unlike natural, grass it does not absorb and break down feces, blood, spit, wood etc, but must be cleaned regularly. Synthetic grass is also known to create static cling and so the fields used for sports, such as football, are treated with fabric softener, which also serves to mask the bad smells of locker room and old tires, which comes from the rubber used to make the field. Algaecides and sanitation chemicals are also applied and all of these products end up in the water supply. Artificial turf does nothing

to help cool the surrounding atmosphere, instead the surface temperature gets very hot, often well over 100 degrees F, and must be hosed down to cool it off enough to play on. Then there are the increased Incidence of heat exhaustion and injuries including burns, skin abrasions, ligament and joint injuries, not to mention concussions and turf burn, which exposes the players to infection. MRSA (Methicillin-resistant Staphylococcus aureus) infection is 7 times more likely to be contracted by players who sustained turf burns from artificial turf fields since these uncovered wounds allow the bacteria to pass easily among players in close contact according to CDC researchers. Bacteria contamination was also found in the sand used as infill for the field, with the added danger of a risk of silicosis caused by the exposure to, and inhalation of silica, not to mention the numerous lung problems and possible cancer risks associated with breathing in the particles from the disintegration of the rubber crumb as the fields age.

According to a press release by reportsnreports.com “Market research analysts estimate the global market for sports turf to post a healthy market growth rate of more than 11% by 2019.” Also, according to a July 4th, 2016 article in the Guardian, the increasing interest in artificial turf in the UK has British conservationists concerned. “Environmentalists have warned that a growing trend to lay artificial lawns, instead of real grass, threatens the loss of wildlife and habitat across Britain.

From local authorities who purchase in bulk for use in street scaping, to primary schools for children’s play areas and in the gardens of ordinary suburban family homes, the sight of pristine, green artificial grass is becoming a familiar sight. One company has registered a 220% year-on-year increase in trade of the lawns.

But as families, councils and schools take to turfing over their open spaces with a product which is most often made from a mix of plastics – polypropylene, polyurethane and polyethylene – there is growing alarm amongst conservationists and green groups.

They say the easy fix of a fake lawn is threatening the habitat of wildlife, including butterflies, bees and garden birds as well as creating waste which will never biodegrade.” Problems with this artificial grass are numerous. There is no natural habitat provided for animals and presents growing concerns of more pollution, landfill waste, and increased injuries and illnesses to those who use it recreationally.

So what can be done on a personal level to turn this situation around? I think there are a many things we can do. First, I think it is better not to use lawn care services and to take control of our own yards. Lawn care services use lots of chemicals and having someone else care for our yard also takes away the opportunity for us to get out and get some fresh air and exercise. I find working in my yard relaxing and stress reducing.

Yards need to be planted with native or at least long adapted vegetation. Don’t just go and buy whatever looks nice at the nursery. When I first started to landscape my yard I was surprised to find nurseries stock many plants which are inappropriate for our area.

Do your research and find out what grows best in your area. Planting native shrubs encourages yards that don't require watering more than usual amount of rainfall in your area. If possible, choose varieties that produce seeds, nuts and berries for yourself and for the wild life. Plant native flowering shrubs and flowers that bees can actually pollinate. Many of the hybrid flowers don't have easy access, or are impossible for bees to gather pollen from. A good flower for pollination has a "runway" that bees can easily see and access. Keep in mind that native bees will only pollinate native plants.

There is nothing wrong with having some sod in your yard, if you limit its size in dryer areas and plant grass appropriate to the amount of rainfall received in your area. Grass is a nice place for dogs and children to play, and it serves to cool the yard just as the other vegetation does. Instead of covering every square foot of your yard with vegetation grass, decks, and concrete; allow small areas of bare earth here and there, so that bees and other insects can make their homes. Most people don't realize that most bees live in the ground. Areas with tall grasses, stacked wood or stacked rock walls, and dead tree stumps provide needed habitats for animals, birds, and insects. Leaving plants with their seed heads intact in the fall, instead of cutting them down, provides food for wildlife during the winter. Don't rake your leaves because box turtles, toads, shrews, earthworms, and other creatures live, lay eggs in or eat from leaves, whenever possible let leaves stay where gravity left them. Have water sources available for frogs, toads, birds, butterflies bees and other wildlife. These can be in the form of bird baths,(place a rock in the middle for butterflies to land on) or small dishes on the ground near a faucet that can be filled with water. If the water doesn't evaporate within 5 days dump and refill to discourage the breeding of mosquitos. This can all be done in an orderly and artistic way which will make homeowner's associations happy. If you live in a neighborhood with a homeowner's association offer to give a presentation on the importance of wildlife habitats in our neighborhoods. I have found that one of the most disturbing aspects of living in a neighborhood with an homeowner's association was their mandated use of weed killing sprays. Educate your neighbors on what you are working to accomplish so they understand why and how your landscaping is evolving; and the benefits of what you are doing. Personally if I see a yard free of dandelions with perfect green grass, I will not walk on the grass, nor would I let my children or animals near it, because I know it most likely is full of poisons.

Avoid using harmful pesticides and herbicides by being using creative pest and weed management. If mosquitoes are an issue putting up bat houses will attract one of the the most efficient mosquito controls in nature. A single brown bat can eat 1000 mosquitoes in an hour. Plant lavender, mint, garlic and other aromatic plants as a perimeter to keep pests away. Neither grasshoppers nor mice like mint. There are soaps and oils that can be made and used to kill or repel garden pests. There are many natural repellants and pest killers out there, just do the research and experimentation needed to find what works for you. Using natural repellants takes more effort, but it is worth it to keep poisons out of your yard and out of the water table. Make sure you don't kill beneficial insects. I find many people are now afraid of insects, especially spiders, but they are a needed part of

the ecosystem and beneficial as long as their numbers are in balance. Pull the weeds in your yard instead of spraying them with herbicides! It is good exercise, it keeps you limber and gets you out of the house and into the sunshine. I work in my yard early in the morning, and in the cool of the evening during the hot summer days, and it is most enjoyable.

Contact your local extension office (they all have websites) to find out what types of trees and shrubs are best for your area.

We can also talk to our city governments and educate them on the downsides of using artificial turf, and encourage continued use of natural grass in our parks and on our playing fields. In drought stricken or naturally more dry areas there are grasses such as Dog tuff grass, which are extremely drought tolerant, resilient and low maintenance; that can be used in place of more thirsty varieties, such as the popular Kentucky Bluegrass. It is my opinion that no artificial grass should be used on the planet.

Most importantly, our focus needs more on rebuilding and preserving current wildlife habitats and less on building malls, office complexes, sports arenas, and new neighborhoods but this can only happen if we learn to reduce our population in a humane way through a world wide birth stop program.

Karrol Steeves

<http://www.reportsnreports.com/reports/447877-global-sports-turf-market-2015-2019.html>

<http://www.reviewjournal.com/business/economic-development/artificial-turf-takes-root-las-vegas-yards-businesses>

<https://www.theguardian.com/environment/2016/jul/04/growth-in-artificial-lawns-poses-threat-to-british-wildlife-conservationists-warn>

<http://plasticfieldsforever.org/ArtificialTurfBooklet.pdf>

Our Information Stand gets a Facelift and Our Group has a New Designation

On our 2 year anniversary of setting up our information stand we have been able to give our stand a much needed boost. Starting out with only a small table and a few small printed signs along with some fishing line to hold down our FIGU booklets so that the wind would not take them, we have answered questions and given out booklets to all types of people that stroll along

the Pearl Street Mall in Boulder Colorado. Our July visit to the mall with our larger, sturdier table, our new table cover complete with signage and artwork, along booklet holders set a new tone for our efforts to disseminate the Spiritual Teaching. We noticed a difference right away as it seemed we had more serious inquiries than in the past. Now that we have more room on our table, we can provide more printed material at our stand. We even received the first financial donation from outside our group which came in a timely manner as we are now a 501(c)(4) organization and can receive non-tax deductible donations.

Donations can be sent by cash or check to: The Colorado Interessengruppen für die FIGU Mission at 7931 S. Broadway, Suite 148, Littleton, Colorado 80122.



We decided to do something a little different and so we have four of the Spiritual Teaching Symbols on our table skirt. On the front we have our group information and causes we are promoting along with the Peace symbol and Spiritual Teaching symbol, and on either side of the skirt we have the symbol for Freedom on the left, as one faces the table and the symbol for Harmony on the right (pictured below).

